

Interaction Design
Thomas Owens



Principals of Animation II

SESSION TYPE : LESSON with WORKSHOP
WBD4400

Principles of Animation II

Key-framing with
animation

Inspection-Based Evaluation II

Testing Session Structure

Planning a user test

Afternoon Workshop

Assignment Catch up

Keyframing with Animation

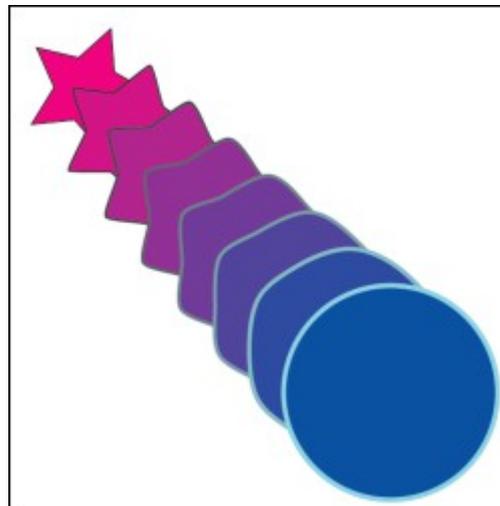
What Is Keyframing?

Keyframing is the process of assigning a specific parameter value to an object at a specific point in time.

For example, you might want a clip to be scaled to fill the screen exactly five seconds into your project.

When you set more than one keyframe, Motion generates the in-between frames, resulting in a smooth change of that parameter over time.

This is called **interpolation**.



In Flash now called
Adobe Animate this is
called motion tweening.

Keyframing with Animation

For example, if you want a title to change from green to blue over time, you would set two keyframes at two different points in time.

The first one would define the text's colour as green, and the second keyframe would set the colour to blue.

Motion automatically makes the frames between those points change smoothly from green to blue.

apple.com



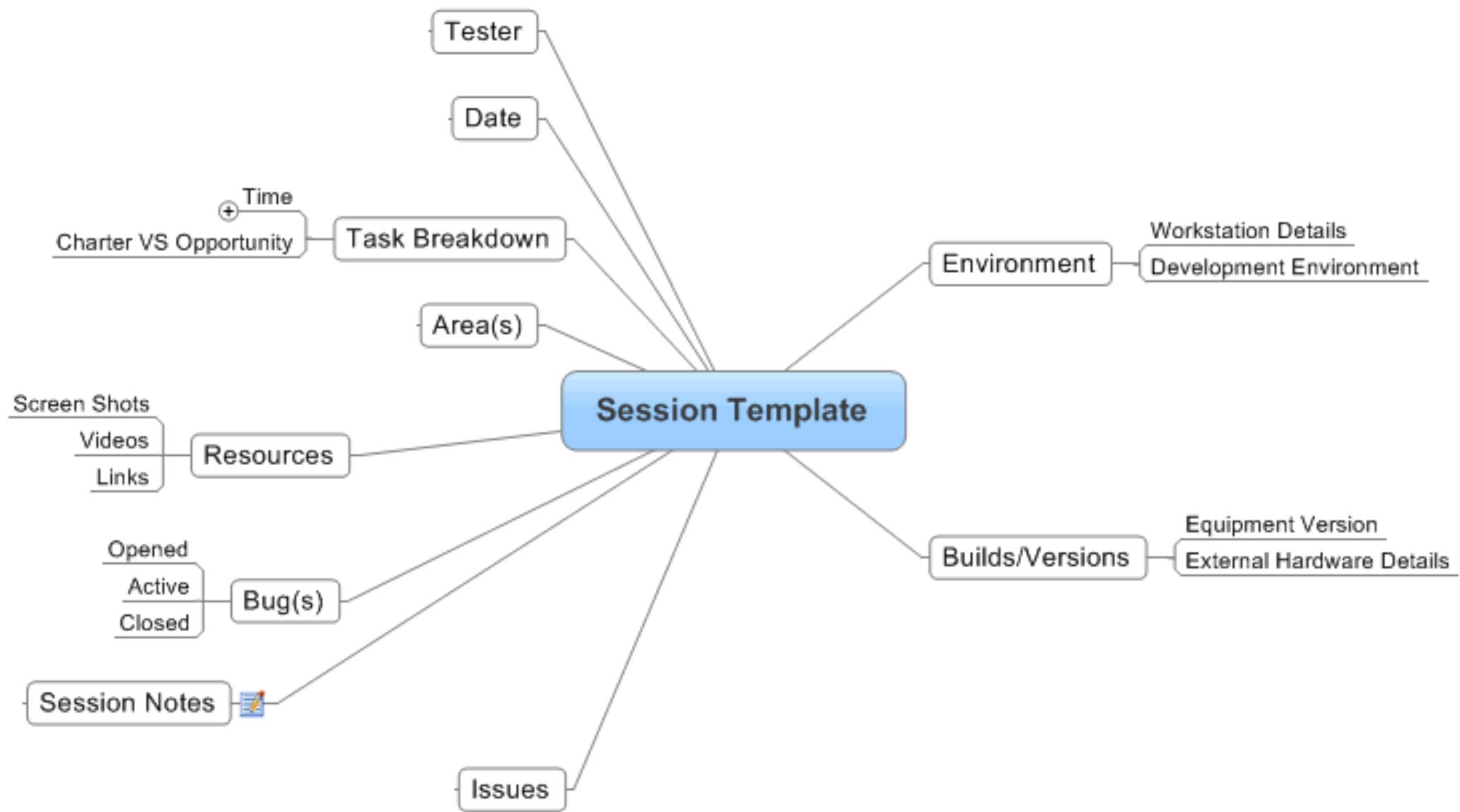
Methodology: Testing Session Structure

Session-based testing is a software test method that aims to combine accountability and exploratory testing to provide rapid defect discovery, creative **on-the-fly test** design, management control and metrics reporting.

The method can also be used in conjunction with **scenario testing**. Session-based testing was developed in 2000 by **Jonathan and James Bach**.

In simple terms, what is it?

As the project develops basic information about its UX performance, such as a bug report is gathered.



Methodology: Testing Session Structure

Advantages

Session-based testing can be used to introduce measurement and control to an immature test process and can form a foundation for significant improvements in productivity and **error detection**.

Session-based testing can offer benefits when formal requirements are not present, incomplete, or changing rapidly.

Testers using session-based testing can adjust their testing daily to fit the needs of the project.

Charters can be added or dropped over time as tests are executed and/or requirements change.

Planning a user test

Writing your test plan

There are four critical things you need to consider when running usability testing activities of any size or scale. These considerations are:

- What are your research goals?
- What tools and methods will you use to achieve them?
- Who are you going to test with?
- What resources do you need to get those goals done?

The very first thing to consider is **what is the goal** of your research?

Understanding what you want to achieve will determine how you will achieve it.

Workshop

Mock Evaluation of a website as a group.

- Pluralistic
- What is the Goal?
- Heuristics?

Assignment Catchup

Where are we?

Do we have an idea for the Animated Logo and Application Evaluation?

How can we apply what we have learnt?